JAN SCHLOSSER

SENIOR GAME DEVELOPER | UNITY & C#

10+ YEARS OF PROFESSIONAL UNITY & C# DEVELOPMENT EXPERIENCE

📍 CONTACT

Germany · Berlin

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🛠️ SKILLS

Game Development

- Unity (2D & 3D)
- C# Programming
- Gameplay Programming
- Game Mechanics & Systems
- Technical Prototyping
- Interactive Applications
- UI Implementation
- Asset Integration

Additional Technologies

- Computer Vision: OpenCV, OpenCvSharp, ArUco
- Augmented Reality: Vuforia
- Data Formats: JSON
- Web Development: HTML, CSS, JavaScript, WordPress

Additional Development Skills

- 3D Modelling & Asset Creation
- Texturing & Animation
- Visual Effects
- UI Design & Implementation
- Multimedia Production

⌨️ SOFTWARE & TOOLS

Development: Unity, Visual Studio, GitHub

PROFESSIONAL SUMMARY

Senior Game Developer with over 10 years of professional experience developing games and interactive applications with Unity and C#. Broad hands-on experience across 2D and 3D game development, gameplay programming, game systems, technical prototyping and interactive software.

Experienced in independently developing and delivering commercial projects for clients in entertainment, radio, retail and live-event environments. Additional technical experience includes virtual reality, augmented reality, webcam integration, 3D asset integration and mobile applications.

Combines programming and technical implementation with practical design and visual production skills, enabling projects to be developed from initial concept and prototype through implementation and delivery.

SELECTED PROJECTS

Radio TEDDY – Arcade Runner Games

Unity · C# · PC

Development of a series of promotional arcade games for Radio TEDDY live events. Implemented gameplay mechanics, character integration and controller support, adapting the games for different event setups and hardware configurations.

Interactive 3D Coloring Station

Unity · C# · OpenCV · ArUco

Developed a computer-vision-based application that captures visitors' drawings using a webcam and displays them on corresponding 3D animal models. Implemented image capture, marker detection, image alignment and texture integration.

Radio TEDDY – Audio Recording Booth

Unity · C# · Audio Integration

Developed an interactive recording application allowing visitors to record voice messages and submit them directly to Radio TEDDY through a guided on-screen experience. Implemented microphone access, audio capture, user interaction and form-based submission.

BB Radio – Geschlechterduell

Unity · C# · Interactive Game

Developed an interactive quiz game for promotional events, including gameplay logic, answer evaluation and result presentation.

Design & Graphics: Adobe Photoshop, Blender, Adobe Character Animator

Video & Audio: Adobe Premiere Pro, After Effects, Audacity

AI & Creative Production: AI-assisted image generation, AI-assisted video production, AI-assisted animation and content creation.

Web: WordPress

LANGUAGES

- German - Native
- English - fluent

Fortune Wheels & Interactive Prize Games

Unity · C# · PC

Developed and customized interactive prize games for promotional events. Extended an existing Unity template with configurable prize selection, custom result displays and adapted interaction mechanics.

WRESTLING RING KINGS

Browser-Based Multiplayer Game · Game Design · Systems Development

Designed and developed a wrestling-themed idle RPG and management game. Created its core gameplay loop, progression systems, resource economy, roster management, PvP mechanics and integrated payment functionality.

Augmented Reality Soccer Game

Unity · Vuforia · Mobile AR

Developed an augmented reality soccer prototype featuring a virtual soccer environment and swipe-based ball launching mechanics.

Radio TEDDY – VR Building Tour

Unity · C# · Virtual Reality · 360° Video

Developed a guided VR tour of the Radio TEDDY building, featuring the station mascot Teddy and his dog. Visitors explore the building via a virtual elevator, with each floor introducing a 360° video in which staff explain their work.

PROFESSIONAL EXPERIENCE

Independent Senior Game Developer

Freelance / Self-employed · 01/2015–Present

- Independently developed games and interactive applications using Unity and C#.
- Designed and implemented gameplay mechanics, game systems, application logic and user interfaces.
- Delivered commercial projects for clients in radio, entertainment, retail and live-event environments.
- Integrated computer vision, webcam input, marker tracking, augmented reality, VR and 3D content into Unity applications.
- Handled technical implementation, asset integration and project delivery across a wide range of requirements.

Game Developer

IR Media AD GmbH · 02/2017–01/2018

- Developed promotional arcade games for Radio TEDDY and BB Radio live events using Unity and C#.
- Implemented gameplay mechanics and interactive features for event-based applications.
- Created and integrated supporting assets, including animated 3D characters, background illustrations and particle effects.

Augmented Reality Game Developer

iLinkAr · 01/2015–08/2016

- Programmed and designed augmented reality games for iOS and Android.
- Developed interactive applications using Unity3D and the Vuforia AR framework.
- Integrated virtual content and interactive mechanics into mobile AR experiences.

Webmaster & Project Management

Spielmittel e.V. · 08/2011–07/2012

- Set up and maintained a static website.
- Managed a creative computer workshop for children and young people with disabilities.
- Taught basic Photoshop skills and supported creative projects, including a stop-motion film.

EDUCATION & TRAINING

Certified Game Developer

School4Games · 10/2012–10/2014

Two-year professional education in game development, covering:

- Game Design & System Design
- Unity3D, UDK, C# and JavaScript
- Prototyping, Game Balancing & Monetization
- UI Design & Level Design
- Concept Art, Visual Effects & 3D Production
- Project Management & Scrum

Game Workshop

School4Games · 07/2012

Introduction to game design, concept art and programming.

Webmaster / Web Development Course

SystemData · 11/2011

120-hour course covering web design, content management systems, web servers and JavaScript integration.

HTML, CSS, PHP & MySQL

Folk High School · 10/2009

80-hour course covering website development, accessibility and database integration.